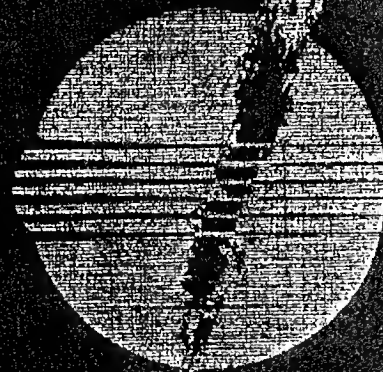


O F F I C I A L

MANHUNTER'S
FIELD
GUIDE

(Planet Earth Edition)



 SIERRA

by
The Order of the
ORB ALLIANCE

August 27, 2004

6am:

I am a Manhunter. It's been two long, tedious years since the invasion. They came suddenly, like a thief in the night... it was all over by dawn's first light. I have no idea how the rest of the world is doing... outside communication has been suffocated.

All of us are required to wear the designated uniform, brown robes, and we must keep our faces hidden as much as possible. Above all else, we are not allowed to speak to each other. To do so would mean certain death.

Most have given up, for fear of the aliens with their powerful technology and deadly robots.

5:45 pm.

New York has been devastated. The invasion has taken its toll on the city, damaging many structures. Living conditions have steadily eroded. Vandalism has skyrocketed, and there is no longer any maintenance of the city or its streets. Most businesses have shut down; only a handful of small shops remain. The larger buildings in town have been boarded up or taken over by the Orbs. There are restrictions to traveling through the city, and most humans are not allowed out of their confined designated areas.

August 28, 2004

5:15 pm.

The Orbs have been working furiously since their arrival. It is like they are on a special mission of some sort. I have noticed significant changes in the atmosphere since their arrival. Strange, rotting odors permeate the air and an increasingly red tint has overtaken the skyline. The behavior of fellow humans has grown increasingly peculiar. It's all a mystery to me.

August 30, 2004

8:30 am.

There are fewer people on the streets. All of my friends have disappeared, vanished into thin air. I have looked for them where I could... I mean, it's not like they had anywhere to go.

11:15 pm.

There are rumors floating on the street of a secret society, humans who have banded together to drive the Orbs from New York. I have heard they thrive underground, where the tracking disks cannot reach their signal.

The tracking disks were surgically implanted in the backs of our necks. It is now common knowledge that the Orbs have had trouble with these disks. Apparently the disks can only transmit the location, but not the identity of the user as expected. Thus, the need for Manhunters.

August 31, 2004

10:31 pm.

A select number of humans were chosen by the Orbs to become Manhunters. I have no idea how the selection was made or how I was chosen. Tomorrow is my first day on the job... and I have no clue as to my destiny. All they have told me is to read the "Manhunter's Field Guide" which they say will answer all of my questions...

MAN HUNTER

NEW YORK

Written and designed by
Dave Murry and Barry Murry

Music composed and performed by
Barry Murry

Executive Producer
Ken Williams

Game Development System
Jeff Stephenson
Robert Heitman
Chris Iden

Programming
Dave Murry
Barry Murry

Animated and Background Scenes
Barry Murry
Dee Dee Murry

Documentation
Jerry Albright
Dave Murry

Additional Location Research
Dr. Gary and Julie Stonedahl

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CONGRATULATIONS

on being selected for the esteemed position of Manhunter. This guide will introduce you to all of the information you will find necessary to become an effective, loyal follower of the Orb Alliance. Manhunter is the highest position a human can hold under the Alliance, so be grateful.

Each day, you will be given an assignment by your sector's supervising Orb. The assignments will involve tracking down humans who, in some way, have wronged the Alliance. You will be given a 24 hour period to discover and report the human's identity so that he can be corrected.

You have been issued one Manhunter Assignment Device (MAD). MAD is your link to the Alliance computer. With MAD, you can access the tracking records associated with your current assignment as well as the Human Database Service. As Manhunter, you are allowed to travel to locations pertinent to your current assignment. **DO NOT STRAY OR LOITER.** Always conduct yourself in a manner suitable to your position. Treat your fellow earthlings with the indifference they deserve.

by
The Order of the
ORB ALLIANCE

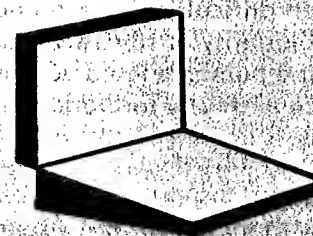


MANHUNTER ASSIGNMENT DEVICE (MAD)

MAD is a small, portable apparatus linked by radio transmission to the Alliance computer. MAD has two functions:

Info and Tracker

INFO: This function provides access to limited information on all humans currently residing in the Planet Earth city of New York. After pressing the INFO button, type in the full name of the human. The Human Database Service will then provide your MAD with Information (Address, ID numbers, etc.) of the selected human. After receiving information, you may select REPEAT to try another name or select EXIT to leave the program. If you accidentally type in the wrong name, you can try again or type BYE to leave the program.



MAD

NAME: Joe Blow	
ADDRESS: Unknown	
AGE: 27	
JOB: Janitor	
ID: NCC-1701	

INFO

NOTE: The Orb Alliance has authorized Manhunters to visit any address furnished by the Info system.

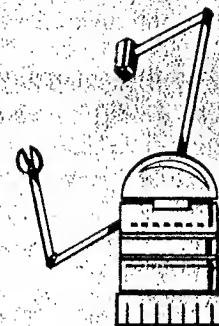
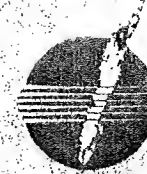


As a Manhunter, you are required to record all pertinent data that you discover during your investigations. Luckily, Info provides a means to enter this data through its Autoscan feature. Whenever important information is picked up by a Manhunter (important documents, notes, etc.), Autoscan examines the data and stores important information into memory for future access. To observe this data, select INFO from your MAD and type NOTES in place of name.

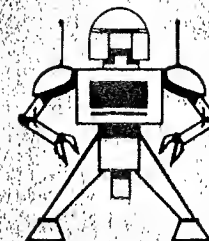
TRACKER

All human movement is recorded in the Human Tracking Records database of the Alliance computer. Due to the low priority placed on these records, tracking information on each human is only available from shortly before the time of the alleged criminal activity to a time period not extending beyond the end of that day. Due to unforeseen difficulties with human tracking disks, the targeted human's identity is not recorded. Also, tracking of a target is cut off if the human should venture under earth soil. However, this practice is strictly forbidden and should not hamper your investigations.

One function of MAD is to tap into the appropriate human tracking records for your current assignment. When MAD first accesses tracking records, it will determine and then "tag" the most appropriate human target signal. A playback will then begin of that target's movements throughout the city. During playback, MAD will also display any other human targets that come in close contact with the tagged human target. You may



MAINTENANCE ROBOT - These servants of the Alliance maintain and repair Alliance-controlled facilities. They are equipped with an internal explosive device to deter from vandalism or theft.



GUARD ROBOT - These servants of the Alliance are found protecting restricted zones. Attempts to violate these protected areas will result in execution.

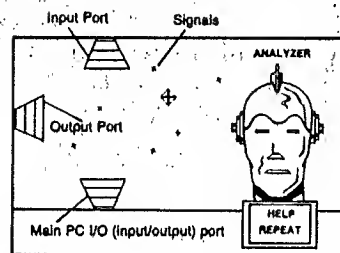
tag any of these human subjects that you feel may be beneficial to your investigation. To tag a new target, simply place your marker over the desired subject and press Enter. The yellow rotating target should change to the subject you have chosen. You may replay tracking records as often as you find necessary. Manhunters are authorized by the Orb Alliance to visit any location that a tagged target visits.

NOTE: Experienced Manhunters have found that the most efficient way to use the tracker is to watch it until it terminates transmission. Proceed to replay the transmission, closing MAD after the target leaves each location. Travel to the location shown and investigate.



SIGNAL TRACKER

This is a recently installed feature that allows the recording of various signals entering and leaving the Alliance central computer.



The Alliance central computer contains a Signal Analyzer which resides in its I/O buffer. Once playback begins, the Analyzer determines if a tagged signal contains restricted information. **ANY TAGGED SIGNAL CONTAINING RESTRICTED MATERIAL MUST BE INVESTIGATED.** However, since the analyzer is in an experimental stage, a certain amount of manual control is necessary. A signal must first be tagged by the Manhunter before it can be analyzed. To tag a signal, place the marker over the signal you wish to be tagged and press Enter. The signal will change color when it has been tagged. After a signal has been tagged, it is automatically fed into the Analyzer. If the analyzed signal contains restricted information, the signal can then be traced back to its source by your MAD tracking device. After the traced signal leads you to a suspect, you will follow normal Manhunter procedure to complete your investigation.

MANHUNTER OVERVIEW

A Sierra 3-D Animated Adventure Game, simply stated, is an interactive movie where you become the main character. In this game, the main character is a Manhunter, an agent of the future who spies on fellow humans for an alien empire.

Each 3-D Animated Adventure Game has a main goal, and yours in Manhunter is to track down humans for the Orb Alliance, learn the whereabouts of the human underground, and ultimately discover the true purpose behind the alien invasion. You will need to move stealthfully and wisely, as time is quickly vanishing for America and its citizens.

TIPS ON PLAYING MANHUNTER

1. HOW TO MOVE AROUND

Basic instructions on how to interact with this game are included in this manual and the reference cards enclosed. For those who are not sure of what to do, there is a WALK THRU included at the end of this manual.

2. KEEP YOUR FACE COVERED AND YOUR LIPS TIGHT

Due to the dangerous nature of this adventure game, you will want to save your game often. Follow the instructions on your Manhunter Quick Reference Card to **SAVE GAME** after you have made important progress in the game. **SAVE GAME** whenever you encounter a potentially dangerous situation.

If you do encounter danger, or fail to complete all the required tasks to get past a given obstacle, you can follow the instructions on your reference card to **RESTORE GAME** to the place you were at when you last saved your game. Intelligent use of this function has spared many a Manhunter from having his position terminated permanently.

Note: Manhunter: New York employs a convenient feature that automatically gives you a second chance after you have encountered the most grisly of situations (namely, a gruesome death!). This feature allows you to face the most unexpected of conclusions without requiring you to replay the entire game.

3. KEEP YOUR EYES OPEN

Look at and examine everything you can. Watch closely those around you. Pay close attention to detail. There are many clues, both visual and symbolic, which will help you succeed in your quest.

4. TEAM UP AGAINST THE ENEMY

This orb-infested metropolis can be one mean place for a Manhunter to live. You may find it helpful to play Manhunter with a friend. Different humans come up with different ways to interpret clues, and besides, it makes life a lot more fun.

5. GOT YOUR BACK AGAINST THE WALL?

If you've tried every trick of the trade and still can't get anywhere, don't panic. Even expert Manhunters have been known to get blown to shreds. It's just part of the job.

For this reason, hint books are available for all of Sierra's 3-D Animated Adventure Games. You can order the hint book for this game by using the order form in the package. Hints can also be obtained by calling the Sierra Support Line at (209) 683-6858 (8 a.m. - 5 p.m. PST) or by having your computer call the Sierra Bulletin Board Service at (209) 683-4463.

MANHUNTER WALK-THRU

MANHUNTER IS A UNIQUE SIERRA 3-D ANIMATED ADVENTURE USING AN OBJECT ORIENTED INTERFACE. THE FOLLOWING WALK-THRU IS PROVIDED TO FACILITATE YOUR UNDERSTANDING AND ENJOYMENT OF THIS NEW INTERFACE. THE CONTENTS OF THE WALK-THRU INCLUDES HELPFUL SUGGESTIONS THAT EXPERIENCED ADVENTURERS MAY NOT WISH TO SEE. CONTINUE READING ONLY IF YOU ARE HAVING DIFFICULTY PLAYING MANHUNTER.

MANHUNTER

The title screen opens by showing the invasion of New York City. Press ENTER or the SPACEBAR to bypass the title screen.

Your adventure begins two years after the alien invasion. It is your first day on the job. You are rudely awakened by the sector's supervising orb, who gives instructions for your first day's assignment.

"Attention Manhunter! There was an explosion at Bellevue Hospital! Investigate."

Press ENTER when you are ready to proceed. (Note: In most situations, the SPACEBAR will perform the same functions as ENTER.) Your character gets out of bed and turns on the lights. He takes his Manhunter Assignment Device (MAD) and turns it on. The computer reads "ALERT". Press ENTER. The computer responds, "Tracker has locked on Target. Location: Bellevue Hospital." Press ENTER.

The yellow target is the person you are currently tracking. Remember to always watch where the targets go and what they do. When the computer is finished tracking, you will receive a message. The computer reads, "Target signal lost. Tracking terminated." Press ENTER.

Select TRACKER again. After the target leaves the hospital, you will zoom out to see the target as it travels on the city map. Press C to close the computer.

You are now viewing the travel map. Locations you are authorized to investigate are indicated by a blinking square. Your current location is indicated by an X. The blue/red circle is your marker.

Trace the path of your target to investigate the locations he has visited. To go to Bellevue Hospital, move the marker down until it hits the bottom of the screen. The screen will flip to reveal the next portion of

MANHUNTER

the map. You will see Bellevue Hospital blinking. Position the marker over the hospital blinker. Press ENTER to travel there.

Now you are standing in front of Bellevue Hospital. Move your marker around the screen to reveal various messages. Position the marker near the bottom of the right wall and it will change into an arrow. Press ENTER.

You are now standing where the target bombed the wall of the hospital. Press ENTER to go inside.

Position the marker over the toe of the corpse and press ENTER. Take note of the victim's name (Reno Davis). You may press ENTER to back out of this view.

Next, position the marker over the corpse's face and press ENTER. Watch this scene until the baby orbs attack your face.

Note: You can avoid death by pressing ENTER to back out of this view just before the orbs eat your face.

After you die a message will be displayed. Press ENTER to return to the game. You are now outside the hospital again. Press the TAB key to display your inventory. Select MAD. Select INFO. Type: Reno Davis. Press ENTER. Select EXIT.

Select TRACKER. You may watch the target at the hospital again or press S to skip ahead to watch your target's movements after departing the hospital.

Watch the target travel through the city. The Tracker will zoom in to Trinity Church. After the target leaves the church, press C to close the computer.

Press F3 to travel.

MANHUNTER

Move the marker down to the location of Trinity Church. Press ENTER to travel to the church.

Position the marker over the front door of the church. Press ENTER.

Position the marker over the area where the target went (the candles on the left side of the room). The marker will change to the magnifying glass. Press ENTER.

Position the marker over the matches and the marker changes into a hand. Press ENTER to take a match.

The marker changes into a match. Position the marker over a candle wick. Press ENTER to light the candle.

Note: Later in the game you will receive a clue on what you should do at this location.

Select MAD from your inventory. You will receive a message that the signal is too weak. Maybe you should go outside to use it. Press ENTER to continue. Press ENTER to back out of this scene. Press ENTER again to leave the church.

Select MAD from inventory. Select TRACKER.

Watch the church scene again or press S to skip.

The tracker proceeds to a bar in North Brooklyn. Watch where the target goes once he has entered the bar. When the target leaves, press C to close the computer. Press F3 to travel.

Find North Brooklyn and travel to the bar.

Position the marker over the door and press ENTER.

MANHUNTER

Position the marker over the video game at the left side of the room and press ENTER to play the game. You will be interrupted by an unfriendly group of bar patrons. Watch the scene until it is your turn to throw the knives at the bartender. The object is to land a knife between each of his fingers (four total) without missing. Press ENTER to throw a knife.

Throw a knife outside of the hand area. You will be thrown outside. Go back inside and position the marker over the knife table. Press ENTER. This time, throw a knife and hit a finger.

After you die, press ENTER to try again. Aim carefully, and you will soon be successful.

After winning the contest, watch carefully the signal that the bartender gives you. This will prove useful later.

Now that you have proved your skills to the thugs, you will be able to play the video game undisturbed.

Press ENTER to play the video game. Read the instructions.

To move your character through the video game, use the arrow keys (left, right, up and down).

Now you are on your own! Good luck on your adventure!

P.S. Be sure to watch for clues as you play Manhunter. Many objects in the game have symbolic significance, and may be useful for more than one purpose. Keep an eye out for strange or unusual things that may occur in the game.

Any questions, comments or suggestions on *Manhunter: New York* can be sent to EVRYWARE c/o:

Sierra On-Line, Inc.
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Coarsegold, CA 93614

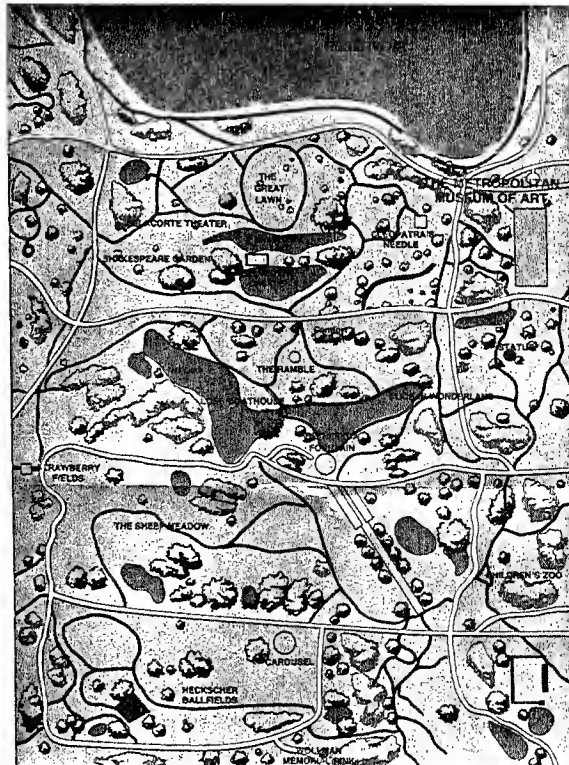
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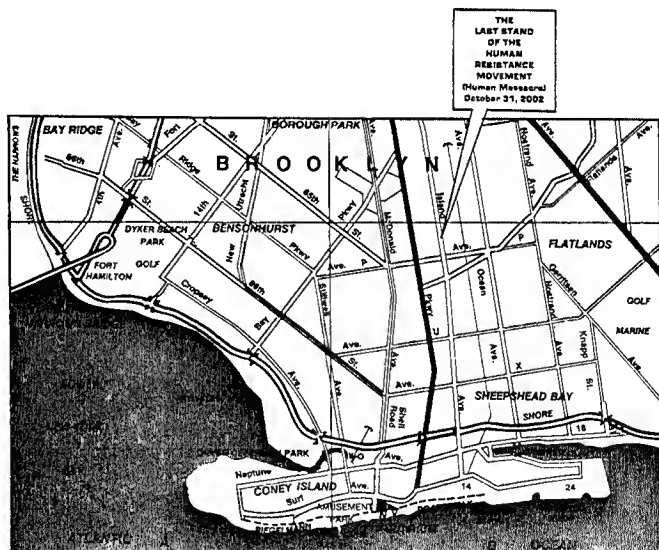
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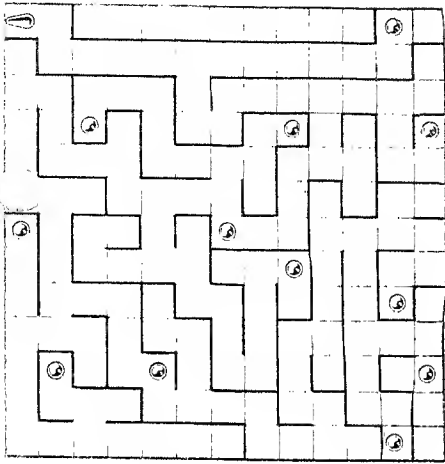
NEW YORK CITY POINTS OF INTEREST



CENTRAL PARK



CONEY ISLAND



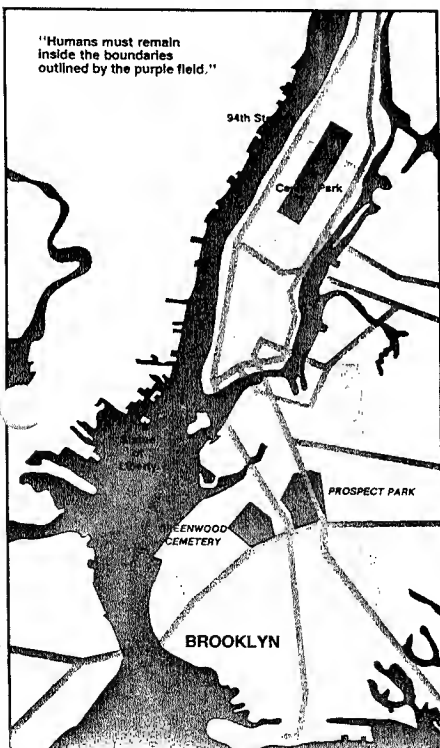
Life-like animation and sound! Travel through a scary simulation of a journey into a living maze! Find the path to the end of the many halls. The correct path leads you to the keyhole dolls. If you don't want to die don't touch the walls. Step on magic squares to throw the balls. Keep an eye out for this electrifying challenge ...coming soon to a bar near you!!

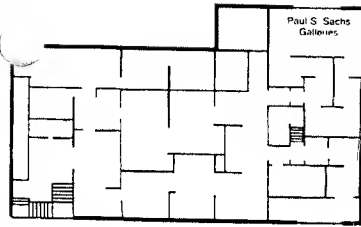
HALLS, WALLS, BALLS, DOLLS!!

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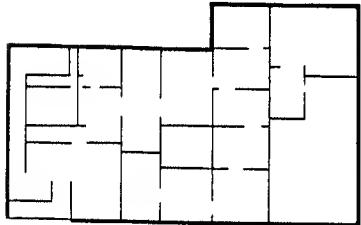
OFFICIAL MANHUNTER FIELD MAP

By permission of the Orb Alliance

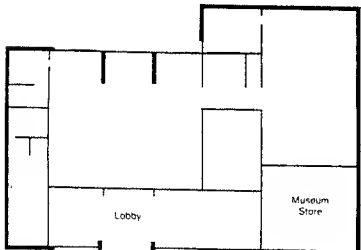




THIRD FLOOR



SECOND FLOOR



FIRST FLOOR

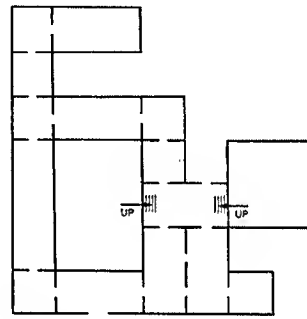
Museum of Modern Art ('MOMA')

SIXTH FLOOR
(not shown)
Penthouse Restaurant
(open noon-3 p.m.)

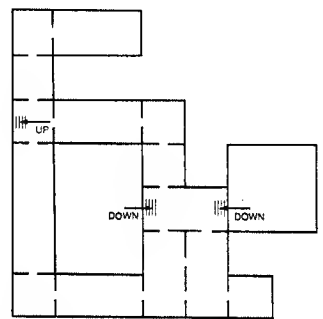
THIRD FLOOR
1. Picasso after 1930
2. Dadaism
3. Surrealism
4. Surrealism and related schools
5. Post-war European art
6. Abstract Expressionism
7. Abstract Expressionism
8. American and European art of the 1950s
9. American art of the 1950s
Paul S. Sachs Galleries (drawings and prints)
Edward Steichen Galleries (photography)

SECOND FLOOR
1. Post-Impressionism
2. Fantastic art of the end of the 19th. early Expressionism
3. Analytic Cubism
4. Synthetic Cubism
5. Cubism, Fantastic Cubism
7. The Fauves, Expressionism
10. Futurism
11. Matisse
12. De Stijl, Constructivism, Suprematism
13. "Blauer Reiter," Orphism
14. Ecole de Paris
G Philip L. Goodwin Gallery (architect and design)

AUDITORIUM LEVEL
(not shown)
Film and video shows

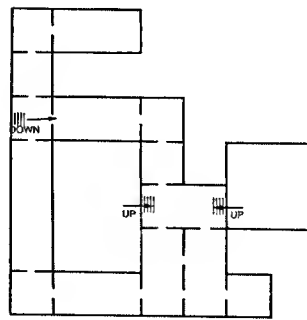


FIRST FLOOR

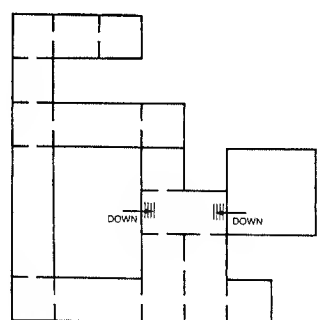


SECOND FLOOR

American Museum of Natural History



THIRD FLOOR



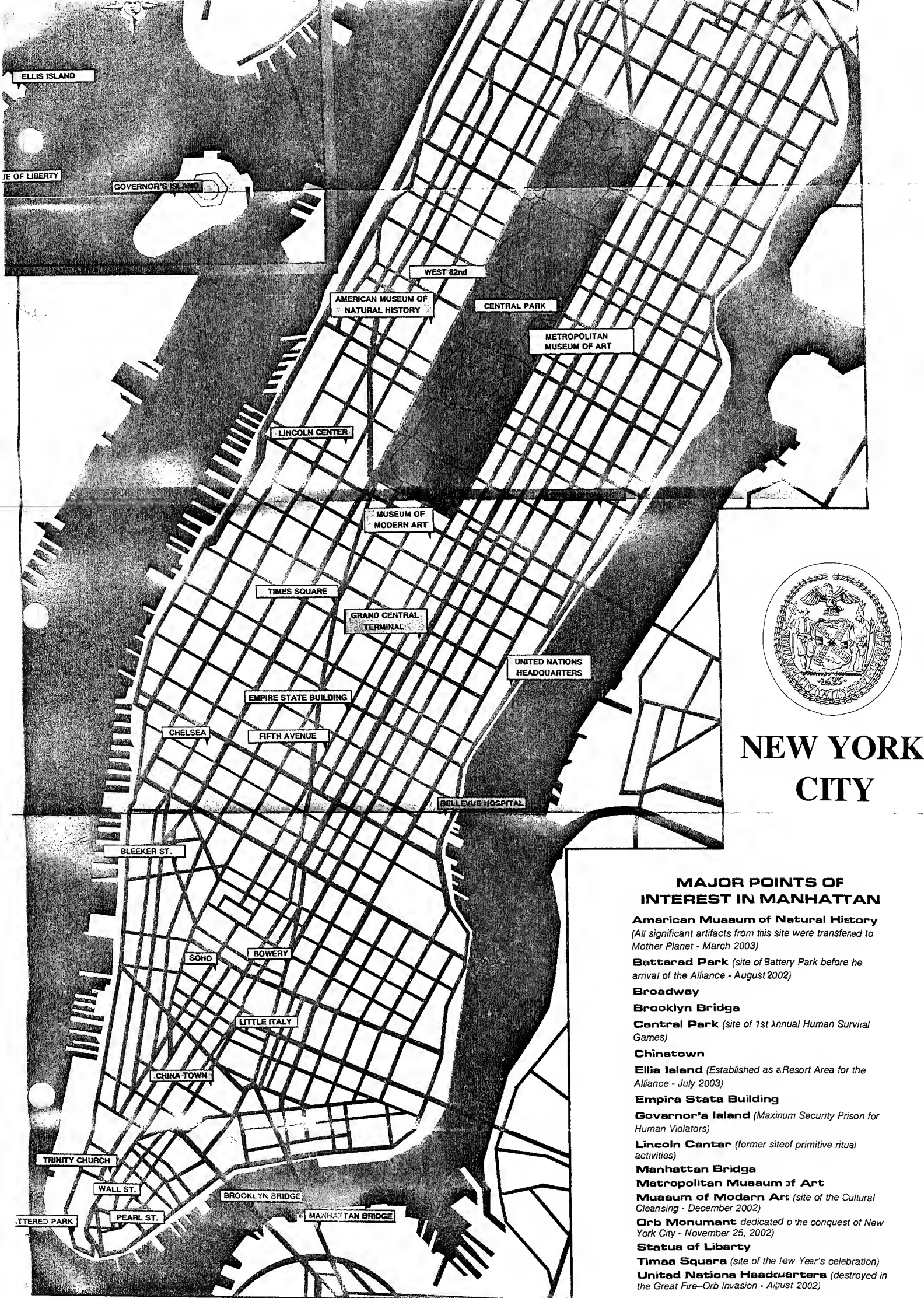
FOURTH FLOOR



PROSPECT PARK



GREENWOOD CEMETERY



NEW YORK CITY

MAJOR POINTS OF INTEREST IN MANHATTAN

American Museum of Natural History
(All significant artifacts from this site were transferred to
Mother Planet - March 2003)

Battered Park (site of Battery Park before the
arrival of the Alliance - August 2002)

Broadway

Brooklyn Bridge

Central Park (site of 1st Annual Human Survival
Games)

Chinatown

Ellis Island (Established as a Resort Area for the
Alliance - July 2003)

Empire State Building

Governor's Island (Maximum Security Prison for
Human Violators)

Lincoln Center (former site of primitive ritual
activities)

Manhattan Bridge

Metropolitan Museum of Art

Museum of Modern Art (site of the Cultural
Cleansing - December 2002)

Orb Monument dedicated to the conquest of New
York City - November 25, 2002)

Statue of Liberty

Times Square (site of the New Year's celebration)






United Nations Headquarters (destroyed in
the Great Fire-Orb Invasion - August 2002)

QUICK REFERENCE CARD

MANHUNTER

Manhunter is somewhat different from other 3-D Animated Adventure Games. Most of the game is presented in a first person perspective. This allows you to view your surroundings onscreen as if you are actually there. The perspective changes to third person several times during the game. When you are in third person perspective, you will see your character on the screen.

A marker on the screen is used to move through the game and to manipulate various objects. The marker will change shape when it is positioned over something that is important to the game. You can search a room by simply placing the marker over the various objects in the room. Watch the bottom of the screen for descriptions of what you can do. Press ENTER or the SPACEBAR to perform the actions described at the bottom of the screen. The various marker shapes are as follows:

-  Blue ball with red center - You cannot perform any special activities at this location on the screen.
-  Arrow - You can move in the direction that the arrow is pointing.
-  Magnifying glass - You can take a close-up look at the object.
-  Open hand - You can take or manipulate the object displayed.
-  Pointing hand - You can press (push) the object displayed.

TRAVEL:

You will be doing much traveling around New York City. As a Manhunter, you have less travel restrictions than other humans, but you are restricted to locations pertinent to the course of your duties. You can usually travel from one location to any other authorized location at any time. Press F3 to travel. You will then be shown a map of the city. All of the authorized locations you can visit will flash on the map. The number of locations you can visit will increase as the game progresses. Only a section of the full map is shown on the screen at any given time. To move to another section of the map, move the marker off the edge of the screen in the direction you desire to travel. You cannot travel if you are in a situation that would not normally permit you to do so.

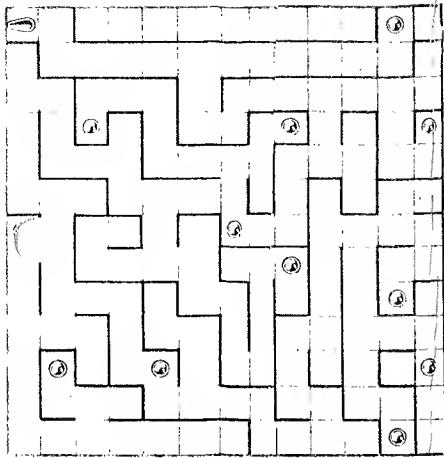
SKIP: The "Skip" command will occasionally appear at the bottom of the screen during the tracking sequences and at a few other spots in the game. You might want to use the skip function if you have already seen this part of the game and desire to speed things up.

The menu bar cannot be used at several locations during the game. If you are at one of these locations and want to use the menu bar, move to the next location.

On the flip side of this card are the function and control keys which can be used throughout the game.

MS-DOS

HELP	F1
TOGGLE SOUND	F2
TRAVEL	F3
SAVE GAME	F5
RESTORE GAME	F7
RESTART GAME	F9
MENU	ESC
INVENTORY	TAB
QUIT GAME	Alt-Z
JOYSTICK	Ctrl-J



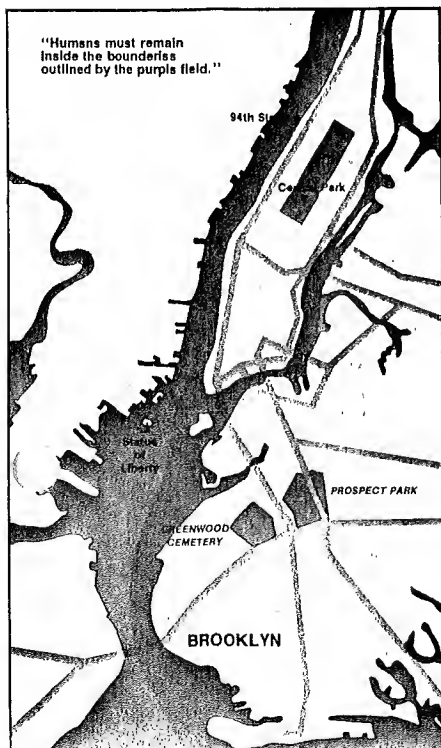
Like life animation and sound! Travel through a scary simulation of a journey into a living maze!
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The correct path leads you to the kewpie dolls.
If you don't want to die don't touch the walls.
Step on magic squares to throw the balls.
Keep an eye out for this electrifying challenge
...coming soon to a bar near you!!

HALTS, WALLS, BALLS, DOLLS!!

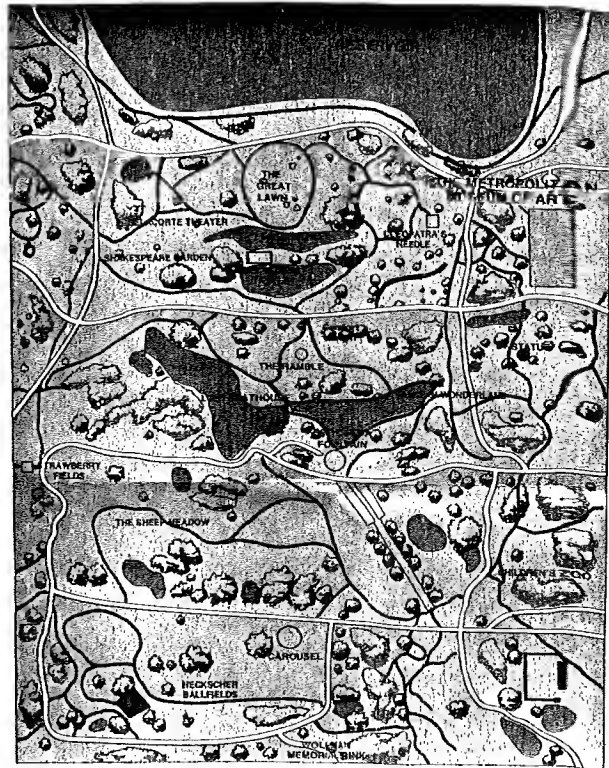
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OFFICIAL MANHUNTER FIELD MAP

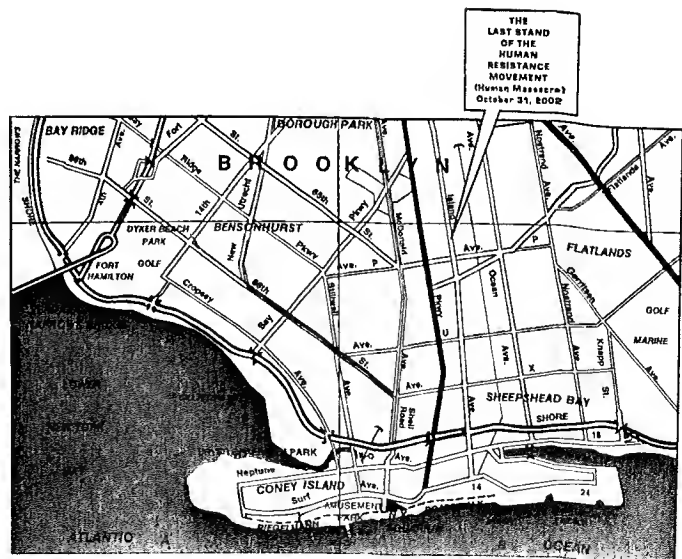
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NEW YORK CITY POINTS OF INTEREST



CENTRAL PARK



CONEY ISLAND

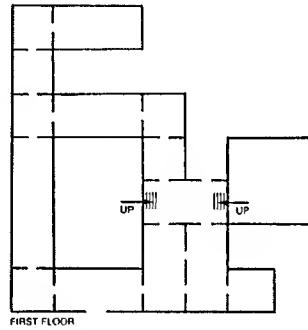
Museum of Modern Art (MOMA)

SIXTH FLOOR
(not shown)
Penthouse Restaurant
(open noon-3 p.m.)

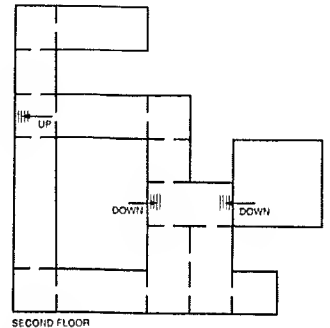
THIRD FLOOR
1. Picasso after 1930
2. Dadaism
3. Surrealism
4. Surrealism and related schools
5. Post war European art
6. Abstract Expressionism
7. Abstract Expressionism
8. American and European art of the 1950s
9. American art of the 1950s
Paul S. Sachs Galleries (drawings and prints)
Edward Steichen Galleries (photography)

SECOND FLOOR
1. Post-Impressionism
2. Fantastic art of the end of the 19th; early Expressionism
3. Analytic Cubism
4. Synthetic Cubism
5. Cubism, Fantastic Cubism
6. The Fauves, Expressionism
7. Futurism
8. Matisse
9. De Stijl, Constructivism, Suprematism
10. "Blauer Reiter," Orphism
11. Ecole de Paris
G. Philip L. Goodwin Gallery (architect and design)

AUDITORIUM LEVEL
(not shown)
Film and video shows

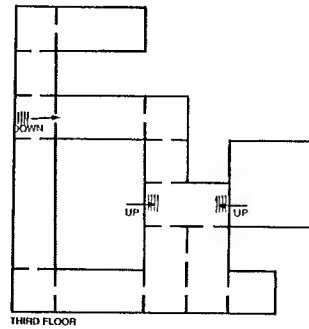


FIRST FLOOR

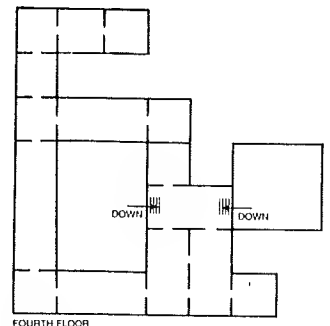


SECOND FLOOR

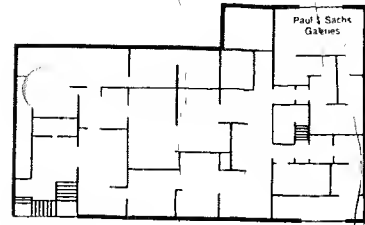
American Museum of Natural History



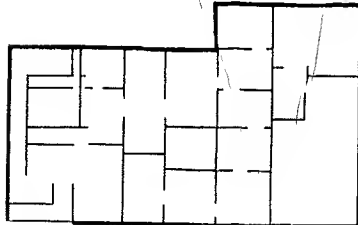
THIRD FLOOR



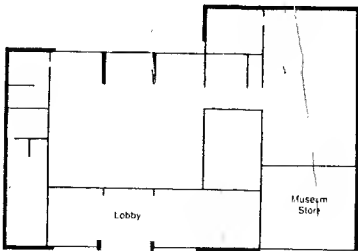
FOURTH FLOOR



THIRD FLOOR



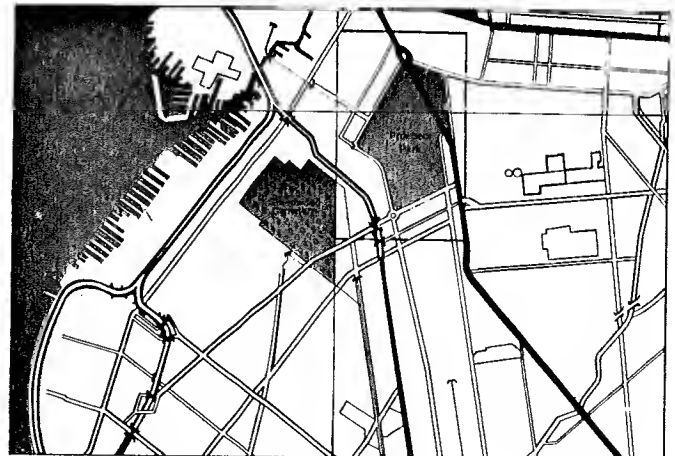
SECOND FLOOR



FIRST FLOOR



PROSPECT PARK



GREENWOOD CEMETERY



NEW YORK CITY

MAJOR POINTS OF INTEREST IN MANHATTAN

American Museum of Natural History
(All significant artifacts from this site were transferred to Mother Planet - March 2003)

Battered Park (site of Battery Park before the arrival of the Alliance - August 2002)

Broadway

Brooklyn Bridge

Central Park (site of 1st Annual Human Survival Games)

Chinatown

Ellie Island (Established as a Resort Area for the Alliance - July 2003)

Empire State Building

Governor's Island (Maximum Security Prison for Human Violators)

Lincoln Center (former site of primitive ritual activities)

Manhattan Bridge

Metropolitan Museum of Art

Museum of Modern Art (site of the Cultural Cleansing - December 2002)

Orb Monument (dedicated to the conquest of New York City - November 25, 2002)

Statue of Liberty

Times Square (site of the New Year's celebration)

United Nations Headquarters (destroyed in the Great Fire-Orb Invasion - August 2002)

QUICK REFERENCE CARD

MANHUNTER

Manhunter is somewhat different from other 3-D Animated Adventure Games. Most of the game is presented in a first person perspective. This allows you to view your surroundings onscreen as if you are actually there. The perspective changes to third person several times during the game. When you are in third person perspective, you will see your character on the screen.

A marker on the screen is used to move through the game and to manipulate various objects. The marker will change shape when it is positioned over something that is important to the game. You can search a room by simply placing the marker over the various objects in the room. Watch the bottom of the screen for descriptions of what you can do. Press ENTER or the SPACEBAR to perform the actions described at the bottom of the screen. The various marker shapes are as follows:



Blue ball with red center - You cannot perform any special activities at this location on the screen.



Arrow - You can move in the direction that the arrow is pointing.



Magnifying glass - You can take a close-up look at the object.



Open hand - You can take or manipulate the object displayed.



Pointing hand - You can press (push) the object displayed.

TRAVEL:

You will be doing much traveling around New York City. As a Manhunter, you have less travel restrictions than other humans, but you are restricted to locations pertinent to the course of your duties. You can usually travel from one location to any other authorized location at any time. Press F3 to travel. You will then be shown a map of the city. All of the authorized locations you can visit will flash on the map. The number of locations you can visit will increase as the game progresses. Only a section of the full map is shown on the screen at any given time. To move to another section of the map, move the marker off the edge of the screen in the direction you desire to travel. You cannot travel if you are in a situation that would not normally permit you to do so.

SKIP: The "Skip" command will occasionally appear at the bottom of the screen during the tracking sequences and at a few other spots in the game. You might want to use the skip function if you have already seen this part of the game and desire to speed things up.

The menu bar cannot be used at several locations during the game. If you are at one of these locations and want to use the menu bar, move to the next location.

On the flip side of this card are the function and control keys which can be used throughout the game.

MS-DOS

HELP	F1
TOGGLE SOUND	F2
TRAVEL	F3
SAVE GAME	F5
RESTORE GAME	F7
RESTART GAME	F9
MENU	ESC
INVENTORY	TAB
QUIT GAME	Alt-Z
JOYSTICK	Ctrl-J

FULL SOLUTION TO MANHUNTER I

DAY 1:

After the orb speaks to you, press 'ENTER'

Watch until Manhunter opens computer and ALERT is on the screen.

Press ENTER

Read the message and press ENTER

The yellow target is the person that you are tracking.

Always watch where targets go and what they do there.

Watch the target until the tracker ends.

Press ENTER to return to the main menu and select Tracker again.

After the target leaves the hospital, you will zoom back and see the target on the city map. As soon as you zoom back, press C to close the computer.

Now you are looking at the travel map. Locations that you are authorized to travel to are indicated by a blinking square. Your current location is indicated by an X. The blue/red circle is the marker.

Move the marker down until it hits the bottom of the screen and it will flip to the next map. You will see Bellevue Hospital blinking square. Position the marker over the hospital blinker. Press ENTER to travel there.

Note: You are authorized by the orbs to travel to locations that your target go to in the tracker and any address furnished by the Info system. Now you are standing in front of Bellevue Hospital. Position the marker near the bottom of the right wall and it will turn into an arrow. Press ENTER Here is where your target blew a hole in the wall of the hospital. Press ENTER to go inside.

Position the marker over the toe of the dead man and press ENTER.

Note his name (Reno Davis). Press ENTER to go back up.

Position the marker over the dead mans face and press ENTER. Watch until the baby orb eats your face.(You can avoid dying by pressing ENTER to back up just before they eat your face.) After you die there will be an announcement.

Press ENTER twice to go back to the game. You are outside the hospital again.

Press Tab for inventory.

Select MAD.

Select INFO.

Type Reno Davis and press ENTER.

Press exit.

Select Tracker.

Either watch target at the hospital again or press S to skip ahead to immediately after the target leaves the hospital. Watch the target move through

the city. Next you will zoom to Trinity Church. Right after the target leaves the church, press C to close the computer. Press F3 to travel. Move the marker down and find Trinity Church.

Press ENTER to travel to the church.

Position the marker over the candle stand where the target when (on the left). The marker will change to a magnifying glass, press ENTER. Position the marker

over the matches and press ENTER to take one. The marker will become a match.

Position the marker over a candle wick. Press ENTER to light it. Later you will get a clue that tells you what to do here, but for now move the marker to the bottom of the screen and it will become an arrow. Press ENTER twice and select

MAD from inventory. Select Tracker.

Watch the church again or press S to skip.

Next you go to a bar in North Brooklyn. Watch where the target goes inside. When the target leaves, press C to close the computer and press F3 to travel. Find North Brooklyn and travel to the bar.

Position the marker over the front door of the bar and press ENTER.

Position the marker over the video game at left and press ENTER for a close-up.

You will be interrupted. Watch until it is your turn to throw the knives at the big bartender. The object is to get one knife between each set of fingers (four total). But first, throw a knife outside of the hand area. You will be thrown outside. Go back inside, position the marker over the knife table and press ENTER. Throw a knife and hit a finger. After you die, try again and do it right this time. Aim carefully

After winning, watch the secret signal that the bartender gives you(three flashing motions). This will be useful later. You have proved your worth to these thugs and may now play the video game undisturbed. Position the marker

over the video game and press ENTER.

Read the instructions.

Play the game. The important things here are:

The maze itself. The location of the magic squares. "The correct path leads you to the kewpie. Take the shortest correct path to the end of the maze. Along the way, you will step on three magic squares which will knock over three

kewpie. Remember which dolls are hit and in what order(third one top row, second one second row, fourth one third row). Press ENTER to back up. Select MAD.

Select Tracker.

The target goes to Prospect Park next. Watch this until it ends then press ENTER.

Press F3 to travel. Position the marker in the centre of the arch, press ENTER. Position the marker over the door in which the target entered (women's on the left). Press ENTER. Move the cursor to the right side until it turns into an arrow, press ENTER. Go to the commode the target went to. (The last one, it has a peace symbol over it.) Position the marker over the commode, press ENTER.

Position the marker over the toilet handle.

Press ENTER to flush.

Make the flushing motion the same number of times the bartender did in the Flatbush Bar (three). Underground Maze:

This maze matched the maze in the video game in the bar.

You start at the same place you did when playing the game. Everywhere there was

a magic square in the game, there is a keycard in the tunnels. Move around collecting all 12 keycards as you work your way to the end of the maze. To take

a keycard, position the marker over it and press ENTER

When you get out of the maze you are in the grotto. Position the marker over the

shiny object on the dock, press ENTER.

Position the marker over the medallion and press ENTER to take it.

The medallion is now in inventory. Position the marker over the cave opening and

press ENTER. Press F3 to travel. Notice your location on the map. (Find the X.)

Travel to Coney Island. Position the marker over the booths on the left side of the screen, press ENTER. Position the marker over a booth and try a game. Try all three games. Try to knock down three targets. Knock down three kewpies in the same order as in the video game (third one to row, second one second row, fourth one third row). When the huckster eyes you suspiciously, select the medallion from Inventory. He will offer you a data card and press ENTER to take it. Read the poems on the data card. When the orbs interrupt with an override, press ENTER. After each message press ENTER. When it is time to enter

the name of the person you are tracking, type anything, you are doomed to fail the assignment. Watch as you return home.

DAY 2:

Day 2 begins like Day 1. You'll get your assignment, open MAD and watch the Tracker. Watch targets at Grand Central Terminal. When they leave Grand Central

and it zooms to the map, press C to close computer. Travel to Grand Central.

Position the marker over the vent at the left bottom, press ENTER. After seeing

what is there, open MAD (from Inventory). Select Tracker. Follow target to the Wretched Excess nightclub. When target movement ends, press ENTER. Press C to

close computer. Press F3 to travel. Travel to the Wretched Excess. Position the

marker over the bouncer, note his name (Louis Redman). Select MAD. Select Info.

Type Louis Redman. Select Exit. Press C to close computer. Position the marker over the alley, press ENTER.

Move the marker up until it turns into an up arrow, press ENTER.

Follow directions at bottom of screen.

When you get close enough to an alley punk, press the Spacebar to hit him.

There are four alley punk's. The last one has a gun. To beat him, watch his gun. When it goes low, jump. When it goes high, duck. After you hit him, you will be in the punk club. When you see the band, you need to click the robe of the person you

are tracking. Be sure to save your game first in case you click

a wrong robe or you will have to back through punk alley to get back inside.

Solution: Everyone is wearing designer robes except

the one that just ran in off

the street (the person you are tracking). Click the brown robe.

When she hits you with her purse, a keycard will fall out of it. Quickly position the marker over the keycard and take it. After you are outside again, select MAD.

Select Tracker. Position the marker over the middle target and press ENTER to tag it. Follow second target to the deli. Notice which bulletin board he goes to. After he leaves the deli with the scrambled target, press C to close MAD.

Travel

to the deli. Position the marker over the door and press ENTER. Position the marker over a bulletin board and read it. Position the marker over the other bulletin and read it.

Select MAD from Inventory.

Select Tracker.

Watch the targets go to Strawberry Fields at Central Park. When it zooms in closer, watch closely as the targets enter from the left corner of the screen. The they turn right and go between two trees.

Press C to close MAD.

Travel to Strawberry Fields. The targets went through the two trees on the right.

But before you do that, position the marker over the sign and press ENTER.

Press ENTER to back up.

Press ENTER after the warning message.

There are 21 possible paths to take. Each one has a land mine except the one the two in the tracker took.

Pick a wrong path. After you die, position the marker between the two trees at the right.

Press ENTER.

Select MAD from inventory. Select Tracker. Watch the targets go by the carousel.

(If you put the marker over the carousel it will say carousel at bottom of the screen.) The targets go left of the carousel between two red bushes. Close MAD.

Position the marker between the red bushes left of the carousel.

Press ENTER.

Select MAD from inventory.

Select Tracker.

Watch the targets take the yellow path to the right of Bethesda Fountain.

Close MAD.

Position the marker over the yellow path to the right and press ENTER.

Select MAD from inventory.

Select Tracker.

Watch the targets go off the top of the screen and the map flip to North Central

Park.

Watch the targets go to the left of the statue and between the red and blue/green bushes.

Close MAD.

Position the marker between the red and blue/green bushes that are to the left of the statue and press ENTER.

Select MAD from inventory.

Select Tracker.

Watch the targets go between the green tree and reddish tree on the right.

Close MAD.

Position the marker between the green tree and reddish tree on the right and press ENTER.

Select MAD from inventory.

Select Tracker.

Watch the targets go to the green bush on the left.

Close MAD.

Position the marker over the green bush on the left. Press ENTER.

Position the marker over the crowbar. Press ENTER to put it in inventory.

Press ENTER to back up.

Select MAD from inventory.

Select Tracker.

Watch the targets go between the two blue bushes and the red bush.

Close MAD.

Position the marker between the two blue bushes and the red bush to the left of

the sign. Press ENTER.

Select MAD from inventory.

Select Tracker.

Watch the targets take the yellow path around the right side of the lake.

Close MAD.

Position marker over the yellow path to the right of the lake,press ENTER.

Select MAD from inventory.

Select Tracker.

Watch the targets go between the red and the pink bush to the left of Cleopatra's

Needle. When target movement ends press ENTER.

Close MAD.

Position the marker over the head of the dead man, press ENTER. Position the marker over the man's forehead and notice that a "P" was carved with a dull knife.

Press ENTER to back up.

Position the marker over the junk on the ground, press ENTER. Notice the dead man's name on the handkerchief (H. Osborne) and the name Anna.Travel to the deli.

Go inside to the bulletin board that H. Osborne went to in the tracker (the one closest to the back wall).

Read the note H. Osborne left there and get his first name. (Harvey is the only note that is signed by a name that starts with an H.) The note is a reference to what they saw in Grand Central.

Select MAD.

Select Info.

Type Harvey Osborne.

Press repeat.

Type Anna Osborne (the girl from the Wretched Excess).

Press repeat.

The Data Card poem said "Phil is trouble..." The scrambled target that killed Harvey carved a "P" in his forehead and Harvey tried to write the killer's last name on the rock in blood. He got as far as Coo and a vertical line.

Type Phil Cook.

Press exit.

Select Tracker.

Tag the third and last target at Grand Central Terminal.

Follow the target to the museum.

Trace the path that he takes through the museum on the museum diagram that is

on the back of the map that came with the game.

Close MAD.

Travel to the museum.

Position the marker over the right side of the museum.

When the marker becomes an arrow, press ENTER. Notice the back door is closed

and you don't have a key.

Travel to Harvey and Anna's apartment on the upper west side.

Position the marker over the front door, press ENTER.

Position the marker over the apartment door, press ENTER.

Position the marker over the button to the right of the door, press ENTER.

Position the marker over the body, press ENTER.

Press ENTER to back out.

Position the marker over the sack, press ENTER.

Position the marker over the key, press ENTER to take it.

Travel to the museum.

Go to the back door and select the key from inventory.

Position the marker over the open door, press ENTER.

Follow the same route through the museum that the target in the tracker took.

When you get to a locked door, position the marker over the doorway. Press ENTER.

Select a keycard from inventory. When the door opens, quickly position the marker

over the doorway. Press ENTER.

Let the monster kill you. After you die, you will be back at the barred door.

Select the crowbar from inventory. Before the monster reaches you, select the medallion from inventory.

After the monster leaves, go through the barred door and follow the hall to the end. When you get to the room where the explosion was, position the marker over

the blackboard on the left wall. Press ENTER. This shows the location of something important in an apartment that you haven't been to yet.

Press ENTER to back up.

Position the marker over the dead man's arm, press ENTER.

Take the purple module.

Notice the tattoo diagram on the man's bicep.

Select Travel.

You will be interrupted by an orb override.

This time you know two names (Harvey and Anna Osborne) but not the third.

The orbs send you home.

DAY 3:

Watch the Tracker until the target leaves the cemetery. Press C to close MAD.
Travel to Greenwood Cemetery.

Position the marker over the entrance and press ENTER.

You find the dead orb.

The orb is stuck into the ground on one of the graves. Note the name on that gravestone. (Tim Jones). He is not in info because he is deceased.

Go to the tracker.

Follow the target to the theatre.

When the target leaves the theatre, close MAD.

Travel to the Theatre.

Notice a poster on the right side of the theatre.

Position the marker over the poster and press ENTER.

Press ENTER to back up.

Position the marker over the entrance to the theatre and press ENTER.

Follow the path the target took (through the door on the right wall).

Position the tracker over the picture the target stood in front of (the black/white face).

Press ENTER to remove the picture.

Press ENTER for a closer look.

Play with the cypher lock (you don't know the code yet).

Press ENTER to back up.

Select the tracker from MAD and follow the target as it meets the scrambled target and they go to the pawn shop.

Travel to the pawn shop.

Position the marker over the door, press ENTER to go inside.

Position the marker over the front counter. Press ENTER.

Select three badges and press ENTER after each one.

After you die, travel to Trinity Church.

Go to the candles to the left (like the target in the tracker did).

Notice the cross on the front of the door above the candles.

Light the candles in the same pattern as the tattoo on the museum mans arm (row one candle one, row two candle three, row three candle four).

When the door open, take the module.

Notice the symbols on the inside of the door.

Leave the Church.

Travel to the pawn shop and go up to the counter.

Select the badges that match the symbols on the secret door in the church (cross, one vertical line with four horizontal lines, star).

Under the pawn shop, position the marker over the sign above the door and press ENTER.

Position the marker over the picture and press ENTER.

Try to figure out the combination that will open the door from clues in the picture.

Answer: The shadows form a 4 and 1.

Go up to the second picture and figure out the combination.

Answer: Halloween is on 10/31.

Go up to the third picture and figure out the combination.

Answer: Just to the left of a 3 is a 2, $+ 3 = 6$.

Just to the right of a 3 is a 4.

Press the 2, then 6, then 4.

Go up to the fourth picture and figure out the combination.

Answer: Count the stems on each of the dead twigs in the vase.

(4,2,3).

Position the marker over the dead person.

Notice the name on the liner of his robe.

Position the marker at the right side at the end of the hall.

Fight Phil, when his arm goes high, duck. When his arm goes low, jump.

When his arm goes to on guard position, punch.

When Phil is gone, position the marker over the note Phil dropped.

Read the note.

Position the marker at the top of the stairs and press ENTER.

Select MAD, Select info.

Type in Harry Jones (Phil killed Harry because he needed the combination to Harry's safe to steal back the code to his computer).

Travel to the theatre in Times square, go to the cypher lock and type in the number on the note.

After pressing the code number in the cypher lock open the safe.)

After reading the note travel to the Empire State Building.

Position the marker over the front door and press ENTER.

Go to Phil's computer.

Position the marker on the on/off button at the bottom of the computer.

After the computer boots up, type in the code that was in the safe (UCUCC).

Click continue. Click Alpha. Click security. Click special security. Click Hall patrol. Click special security again.

Leave it set to Hall patrol. Click Orb protection. Click room security.

Leave this one set to Orb protection.

Click Return. Click Operations. Click Return. Click Return again.

Click Beta. Click Fleet Maintenance. Click Building Repair. Click Return.

Click Supply. Click Return. Click Return again.

Click Gamma. Click Security. Click Ground Patrol. Click Air Defence.

Leave this one set to Ground Patrol. Click Return. Click Operations.

Click Air Quality. Click Return. Click Return again.

Click Delta. Click Security. Click Access Security. Click Signal Tracker.

Follow the instructions until you die. After you die you'll be at

Delta Security. Leave this one set to Signal Tracker.

Click Return. Click Return again. Click Return again. Click Quit.

SAVE GAME.

Select travel.

You will be interrupted by the orbs again. Type in the targets name (Harry Jones).

You return home.

DAY 4:

Tracker starts at Orb main computer room.

To find the target you will first track the signal from the alliance computer room to its source.

You will soon see the signal, leave the main computer and go into the buffer. Then you will zoom to the buffer.

Follow the instructions.

After you tag the correct signal you will follow it to its source.

You will see the target in Phils office at the Empire State Building (it is you from the night before).

Watch the target leave the building and go home.

After target movement ends close MAD.

Travel to Harry's apartment.

Position the marker over the door to the apartment and press ENTER.

Position the marker at the left back you will see a radio use the crowbar get the module.

Travel to Bellevue Hospital go inside. The robot should be gone.

Position the marker over the door way and press ENTER.

Watch while the robot gets you and locks you in a room.

Look at the Grate in the room. Wait until the robots and the orb leave.

Use crowbar to open Grate.

Position marker over control panel press ENTER.

Get module.

Position the marker over the red handle. Use the arrow keys and push the handle up.

Climb the ladder.

In the maze you must get to the window at the top by climbing the rods.

DO NOT TOUCH the Purple bars or the Electricity.

After escaping from the Hospital travel to Grand Central.

Position the marker over the left vent.

Use crowbar.

Go in the vent.

Position the marker over the space ship and press ENTER.

Once in the cockpit use the modules A,B,C and D from your inventory.

Position the marker on the red button to the left of the view screen

(Turn ship on).

Position the marker over the big button under the view screen (Close Hatch).

Position marker over the left big button (start Thrusters).

The ship can't get out because the wall door is closed.

Position the ship over the landing pad. It will auto-land and you will see the cockpit again.

Position the marker over the button at the base of the view screen.

Press ENTER.

Position the marker over the view screen and press ENTER.

This message is in orb language and just indicates that the screen is on.

Position the marker over the red button to the right of the view screen (Arm bombs).

Position the marker over the big button to the right under the view screen (Opens wall door).

Use the keypad to fly the ship out through the open door.

Find your way through the maze to the end.

Hint: Don't try to fly too fast take it slow.

After you reach the end, watch until you see Phil take off in his ship.

You will be sitting in the cockpit of your ship.

Position the marker over the view screen and press ENTER.

You will see a close up view of the screen map showing your ship's position.

Fly the ship using the keypad and bomb things.

Hint: Avoid Phil's ship at all costs.

There are four orbs strong holds that you must bomb to finish the game.

1...Alpha: Bellevue Hospital.

2...Beta: Grand Central Terminal.

3...Gamma: Statue of Liberty.

4...Delta: The Empire State Building.

Once you have done this the GAME IS OVER.

NOTE: If you have any problems with other SIERRA GAMES and need solutions or

you are just stuck. Leave a note in the message area for David Poole.

HAPPY ADVENTURING.....tion the marker over the note Phil dropped.

Read the note.

Position the marker at the top of th